



Version History

1.6.2

19 Nov 2024

Greetings, Globetrotters!

- Fixed ghost host lobbies – Halloween was last month
- Fixed duplicate tickets issues. Darned ticket printer acting up!
- Improved AI turns

[more](#)

1.6.1

1 Nov 2024

Greetings, Globetrotters!

Cruise through San Francisco in the Sixties and take in the sights as this fan-favourite map gets the digital treatment for the first time ever! And that's not all! To celebrate the launch, we're offering a bonus token for all players – the Hillside Heritage. Check it out in-game today. Plus, we're hard at work fixing bugs, refining gameplay and adding new features to your favourite train-adventure game!

Log in and check it out today!

1.6.0

31 Oct 2024

Greetings, Globetrotters!

Cruise through San Francisco in the Sixties and take in the sights as this fan-favourite map gets the digital treatment for the first time ever! And that's not all! To celebrate the launch, we're offering a bonus token for all players [more](#)

1.5.3

1 Oct 2024

Greetings, Globetrotters!

We've released a brand-new look for the map selection screen. You can now see a much more detailed preview of each map before you select it, along with a sleek navigation bar to pick which game mode you'd like to play. Plus, we're hard at work fixing bugs, refining gameplay and adding new features to you [more](#)

1.5.2

26 Sept 2024

Greetings, Globetrotters!

We've released a brand-new look for the map selection screen. You can now see a much more detailed preview of each map before you select it, along with a sleek navigation bar to pick which game mode you'd like to play. Plus, we're hard at work fixing bugs, refining gameplay and adding new features to you [more](#)

1.5.1

26 Sept 2024

Greetings, Globetrotters!

We've released a brand-new look for the map selection screen. You can now see a much more detailed preview of each map before you select it, along with a sleek navigation bar to pick which game mode you'd like to play. We've also deployed fixes to improve overall performance and reduce crash frequency [more](#)